

GOLDEN DELICIOUS GAMES FOR THE APPLE[®] COMPUTER

PROGRAM DISKS

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GOLDEN DELICIOUS GAMES FOR THE APPLE® COMPUTER Program Disks

TO THE READER

The computer programs from *Golden Delicious Games for the Apple® Computer* are delivered to you on diskettes that are not copyprotected. That is, there is no mechanical or electronic device to prevent copying. They are copyrighted. We are morally committed to provide software that you can modify so you can both explore our games and, by using segments from our programs, develop games of your own. We also feel you are entitled to have sufficient backup copies so that you need not fear that machine malfunction or personal error will destroy your only copy of the programs.

Our moral commitment assumes a personal commitment on your part—that you will NOT make copies of our programs and distribute them freely to your friends, neighbors, or user group. By not copy protecting these diskettes we are hoping to demonstrate to publishers and software developers alike that programs can be disseminated without copy protection and still be profitable. Without profit we know that publishers cannot continue offering software at reasonable prices.

Please cooperate with our effort by making copies of these programs only for your own use.

Sincerely,

Howard Franklin
Joanne Koltnow
LeRoy Finkel

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These diskettes contain the programs described and listed in the book **GOLDEN DELICIOUS GAMES FOR THE APPLE® COMPUTER**. All explanations and suggestions for use are in the book. If you do not already have a copy of the book, buy it at your bookstore or computer store, or use the order form in the back of this booklet.

These diskettes were prepared to make it more convenient for you to use the programs presented in the book. By using these diskettes, you will not have to hand-type the programs in the book. You will only have to make some small typed modifications to the programs on these disks if you want to do *all* of the activities recommended in the book.

The diskettes will work on any Apple II® Computer that has the Applesoft® language, a 16 sector disk drive and Disk Operating System (DOS) 3.3, and 32K or 48K of RAM memory. You do not need a printer or a second disk drive to run these programs. Our instructions that follow assume that your computer is an Apple II Plus, with autostart ROM, with disk controller in slot #6.

Experienced Apple disk users should skip over this next section to the one titled **MAKING A DISKETTE COPY**.

STARTING YOUR APPLE II.

To start these diskettes with the Apple OFF:

1. Open the door to disk drive number 1 by pulling out on the bottom edge of the door found in the front of the disk drive.
2. Remove the diskette from the envelope being careful to touch only the black diskette cover and not the diskette itself.
3. Take the diskette between two fingers and insert it into the disk drive with the label UP, the square notch to the LEFT, oval-notched edge FIRST. The diskette label should enter the drive last.
4. Push the diskette gently into the disk drive until it stops. Do not force it.

5. Close the door to the disk drive.
6. Reach around to the back of the computer and toggle the ON/OFF switch that you will find on the left side of the computer.

Your Apple should now start by "booting" the disk, the disk drive red light should go ON for a moment, and soon, on your screen will appear the image shown below in Fig. 1.

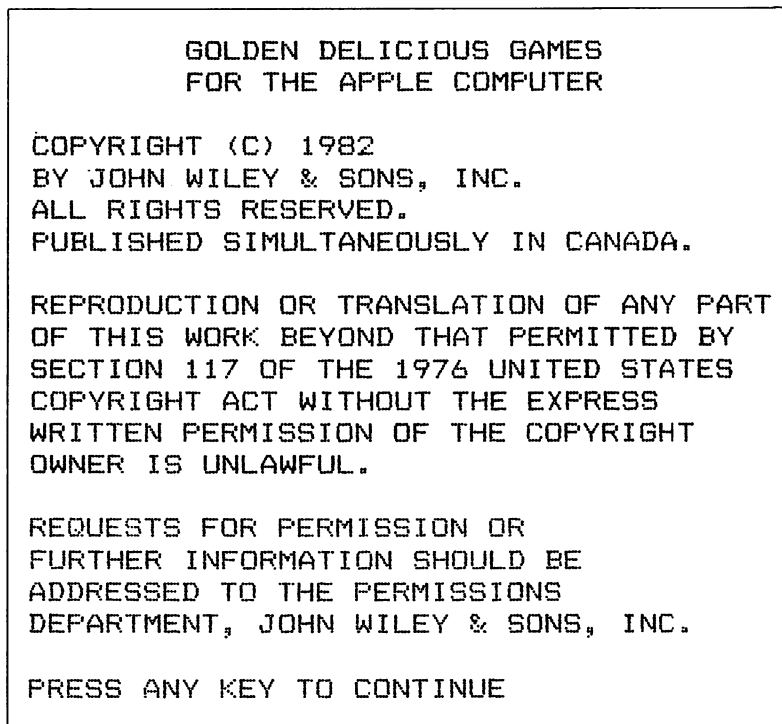


Figure 1

If no image appears on your screen, check first to be sure that your TV or monitor is turned ON. If the image shown above does not appear, follow the directions below.

To start these diskettes with the Apple already ON:

1. Insert the diskette into disk drive number 1 as described in steps 1-5 above.
2. Type PR#6 and press RETURN. The computer should "boot" the diskette and the image in Figure 1 should appear on your screen. If the disk drive does not "boot," type IN#6 and press RETURN. If these two fail turn the computer OFF then ON once again. And if that fails, go find someone that knows how to run the computer to show you how to "boot" a disk!

MAKING A DISKETTE COPY

The very first thing you should do is make a backup copy of each diskette for archival purposes, in the event something dreadful happens to the diskette and it is no longer usable. You should use the new copy for regular use and store the original in a safe place for further use.

To make a backup copy, follow steps 1-6 in the above instructions (with the Apple OFF), but use the System Master Disk provided with your Apple instead of our diskette. A few seconds after step 6 has been completed (and after some extraneous displays), the Applesoft prompt] will appear on the screen.

Type:

RUN COPYA and press RETURN

and follow the instructions the program displays on the screen.

LOADING PROGRAMS FROM THE DISK

The first thing you will see when you have started your APPLE with our diskette in it is our title and copyright page notice as shown on p. 3. The program will pause here to enable you to read it. When you have, press the key marked RETURN and your

APPLE will proceed to load and run the menu * of programs on that diskette. Below we show the programs from disk I.

1. BEEP PAUSE (P)
 2. INPUT BEEPS (P)
 3. COUNT BEEPS-INPUT BEEPS (S)
 4. COUNT BEEPS (P)
 5. NEXTDATA MODULE (S)
 6. SOUND MODULE-NEXTDATA MODULE (S)
 7. SOUND MODULE (S)
 8. KEYS1/8-SOUND MODULE (S)
 9. KEYS1/8 (P)
 10. KEYSA/Z-KEYS1/8 (S)
 11. KEYSA/Z (P)
 12. MUSIC MESSAGE-KEYSA/Z (S)
 13. MUSIC MESSAGE (P)
 14. BACK AND FORTH-MUSIC MESSAGE (S)
 15. BACK AND FORTH (P)
 16. PIANO-KEYSA/Z (S)
 17. PIANO (P)
 18. ORGAN-PIANO (S)
 19. ORGAN (P)
 20. SOUND EFFECTS-SOUND MODULE (S)
- SELECT BY NUMBER, <CR> FOR NEXT PAGE
LEFT ARROW FOR PREVIOUS PAGE
(P)=PROGAM (S)=SUBROUTINE

*If you're new to this and don't know what we mean by a menu, it means exactly what it means in a restaurant except that we serve programs instead of steak.

21. SOUND EFFECTS (P)
 22. COLOR DOTS (P)
 23. PINK SNOW-COLOR DOTS (S)
 24. PINK SNOW (P)
 25. YELLOW STARS-COLOR DOTS (S)
 26. YELLOW STARS (P)
 27. PURPLE RECTANGLE-COLOR DOTS (S)
 28. PURPLE RECTANGLE (P)
 29. JUNGLE-COLOR DOTS (S)
 30. JUNGLE (P)
 31. WISHING WELL-COLOR DOTS (S)
 32. WISHING WELL (P)
 33. FLOWERS-COLOR DOTS (S)
 34. FLOWERS (P)
 35. COLOR LINES-COLOR DOTS (S)
 36. COLOR LINES (P)
 37. LINE LENGTHS-COLOR LINES (S)
 38. LINE LENGTHS (P)
 39. INPUT COLORS-LINE LENGTHS (S)
 40. INPUT COLORS (P)
- SELECT BY NUMBER, <CR> FOR NEXT PAGE
LEFT ARROW FOR PREVIOUS PAGE
(P)=PROGRAM (S)=SUBROUTINE

41. INPUT LENGTHS-INPUT COLORS (S)
 42. INPUT LENGTHS (P)
 43. INPUT BOXES-INPUT LENGTHS (S)
 44. INPUT BOXES (P)
 45. BORDER (P)
 46. BORDER1-BORDER (S)
 47. BORDER1 (P)
 48. BORDER2-BORDER1 (S)
 49. BORDER2 (P)
 50. WASH (P)
 51. STRIPE-WASH (S)
 52. STRIPE (P)
 53. SPIRAL (P)
 54. SPIRAL1 (P)
 55. SPIRAL2-SPIRAL1 (S)
 56. SPIRAL2 (P)
 57. SPIRAL3-SPIRAL2 (S)
 58. SPIRAL3 (P)
 59. TWO SPIRALS-SPIRAL3 (S)
 60. TWO SPIRALS (P)
- SELECT BY NUMBER, <CR> FOR NEXT PAGE
LEFT ARROW FOR PREVIOUS PAGE
(P)=PROGAM (S)=SUBROUTINE

61. SPIRAL SOUND-SPIRAL2 (S)
62. SPIRAL SOUND (P)
63. SPIRAL CRAZY-SPIRAL SOUND (S)
64. SPIRAL CRAZY (P)
65. FULL LOWRES (S)
66. IMAGE MODULE-NEXTDATA MODULE (S)
67. IMAGE MODULE (S)
68. TWO COLOR TREE-IMAGE MODULE (S)
69. THREE COLOR TREE-IMAGE MODULE (S)
70. PERSON-IMAGE MODULE (S)
71. HI-RES DEMO1 (P)
72. HIRES BORDER (P)
73. DOUBLE BORDER-HIRES BORDER (S)
74. DOUBLE BORDER (P)
75. STRING PATTERN (P)
76. STRING2 PATTERN-STRING PATTERN (S)
77. STRING2 PATTERN (P)
78. INPUT MODULE (S)
SELECT BY NUMBER, <CR> FOR NEXT PAGE
LEFT ARROW FOR PREVIOUS PAGE
(P)=PROGAM (S)=SUBROUTINE

When the menu from diskette #1 is displayed you will find that there are more programs and subroutines than can fit on the display page. To see all the programs, hit the RETURN button (<CR>) to page forward, or the backspace (left pointing arrow) to page back. Note: these instructions do not apply to diskette #2 because diskette #2 has only one display page of menu.

The notation (P) beside the program name on the menu indicates that this is a complete program. The notation (S) indicates that this is a subroutine and should be treated as stated in the SUBROUTINE section below.

To load any program or subroutine on the menu: type the number of that program as it appears on the menu. If the number is one digit, type:

(number) and press RETURN

If the number is two digits, type:

(number) (number)

The disk drive's red light will go on, and the word **LOADING** followed by the name of the selected program will appear. After a few seconds, the APPLESOFt cursor **J** will appear and the red light on the disk drive will go out. The program is now loaded. If you've loaded a program marked (P) on the menu and you want to run the program, type:

RUN and press RETURN

If you run a program in Graphics mode (it will show pictures on the screen) you may have to return to the text mode at it's conclusion to run a new program. You do this by typing

TEXT and pressing RETURN.

NOTE FOR THOSE OF YOU WHO ARE PERFECTLY USED TO USING MENUS. Since this is a book and diskette intended to teach programming, selecting a program from this menu does not run the selected program, but only loads it. When the program completes execution it will *not* go back to the menu as you might normally expect, since that would wipe the program that you just looked at out of memory. You can run any other program on the disk through normal APPLE commands, or you can go back to the menu by typing **RUN MENU**.

SUBROUTINES

The items with an (S) on the menu are routines or subroutines and will not “run” without other program pieces that you will have to add by typing them into the Apple. For these programs you may want to make the modifications required and then save the complete program on another diskette. There is little space left on these diskettes for more programs. To save a new version of a program, think of a new name, and then type:

SAVE (new name) and press RETURN

This new program will be copied from the computer memory to your diskette.

You may want to use some of these programs as subroutines in longer programs that you will write. To “merge” these subroutines from our diskette with your program, you should use the RENUMBER program found on your System Master Disk. Instructions for using this program are found on that disk also.

SHUTTING DOWN

At the end of each session that you use your Apple, we suggest you shut down by:

First, removing the diskette from the disk drive and

Then, turning the Apple OFF.

Place the diskette back into its envelope for safekeeping until you wish to use it again.

Enjoy the book and these diskettes!

Howard Franklin
Joanne Koltnow
LeRoy Finkel

The Apple® Games Program Disks are designed for use with the popular book GOLDEN DELICIOUS GAMES FOR THE APPLE® COMPUTER. All descriptions of the programs and subroutines on this disk are in the book, together with suggestions for best use.

If you don't already have the book, buy it today from your favorite bookstore or computer store. Or return the order form below.

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